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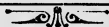
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Military Euchre

Geo. E. Newcombe & Co.
621 Broadway, New York



HOW TO PLAY



MILITARY EUCHRE

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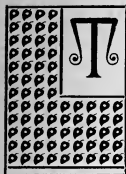
IN the search for something odd and original in card games Military Euchre was devised and has taken the front rank in card entertainments, being suitable for a large or small gathering for the home or the club.

In arranging for a Military Euchre the military effect should be carried out in every possible way—decorations of flags, military emblems, arms, etc.; in fact, the scope for artistic decoration is unlimited. The game is played four-handed, two couples to a table, each table being called a fort. As the guests enter the card rooms they are given a card bearing the name of the fort they are assigned to defend, and also designating couples "A" or "B" or by number. On each table will be placed a pennant holder, the center or large flag, such as British, German, etc., designating the name of the fort. At each table will be found miniature flags similar to the pennants which are used to indicate the games won when placed in pennant holder.

There is no regular progression. The "A" couple at each table never moves. The "B" couple plays at all other tables, attacking other forts, the "A" couple defending the home fort. A "Scout" is appointed by the hostess, whose duty is to beat "taps" on a drum or blow a bugle at the conclusion of a game at any fort designated for any game, and to assign the attacking couples for positions for play for every game. In the event of losing, a pennant is given to the winning team; at the conclusion of each game pennants won are placed on the home fort. United States flags or flags of all nations are supplied with sets.

The regular two, four or six fort set is sufficient for the proper playing of the game as set forth above. For a large Military Euchre special sets will be furnished, depending on the number of players contemplated.

A Large Military Euchre



THE games are called campaigns. The tables are called batteries. Drum and bugle are used instead of a bell. Those who participate in the game are called combatants and non-combatants. The non-combatants are the captains, lieutenants and scouts. The combatants are the actual players, divided into companies. Each company is assigned a section, with sufficiency of tables for the number of combatants engaged.

The equipments of each company consist of a large number of company pennants. The pennants are subdivided into table or battery pennants, bearing the name and number of their respective tables. They signify, as the color and number may suggest, the company and battery to which the pennant belongs, or from which it has been captured.

As each player enters the hall he shall be given a card on which is printed a letter and a number, denoting the table or battery to which he is assigned. Thus A-1 means Company A, table 1; by B-6 we understand Company B, table or battery 6. This will be the player's "home table" and will remain unchanged the whole evening. When all is in readiness for the game the captain of each company issues general orders, and the lieutenants transmit them to the company tables or batteries.

The bugle and drum then sound the attack, and the scouts conduct the attacking parties to the contesting quarters assigned to them. For example: Battery A-1 is ordered to attack Battery B-1; on receipt of order, two players from A-1 go with the scout to B-1, and two from B-1 go and attack A-1, two players having been left at each table for defense, while their co-partners are on the attack.

The attacking parties carry with them company table pennants. If they are defeated they relinquish them; if victorious they return to "home quarters" with their opponents' pennants, which they place on their fort.

At the game's conclusion, the company winning the most pennants at all of its batteries collectively is awarded a large silk American flag, which becomes the property of the captain, the best individual players receiving individual prizes. Jeweled swords, paintings of famous battles, silver military brushes, gun-metal novelties, war books and patriotic emblems are appropriate prizes. Playing cards should be of patriotic design.



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